AMENDMENTS TO THE SPECIFICATION:

Please amend the paragraph at lines 14 -26 of page 3 of the specification as follows:

--A first processor 10 (possibly in combination with a graphics processor) takes over driving-related functions and/or tasks, such as for example connection to vehicle bus systems such as Controller Area Network ("CAN"), Media Oriented System Transport ("MOST"), etc., climate control, navigation, driver warning systems, evaluation and representation of a two-dimensional map for navigation, speech output, human-machine interface, etc. In other words, this subsystem realizes a driver information system, including an operating interface for vehicle functions. On the other side there is a processor 12 (together with a graphics processor) that is powerful and is for example used in conventional personal computers, and that takes over tasks that are not driving-related, for example game applications, Internet connection, video applications, entertainment systems in general (in particular for passengers), and that is set up for the downloading of new applications related to these functions, and that realizes the bus connection to entertainment electronics, such as for example Personal Digital Assistants ("PDAs"), laptops, etc. Thus, in this way an entertainment and information system is realized.--.

Please amend the paragraph at lines 17-27 of page 4 of the specification as follows:

-- The Figure shows a preferred embodiment of the computer system. The depicted computer system 100 shows the driving-related part 100a, as well as a non-driving-related part 12. Driving-related part 100a is made up of a processor 10 and a graphics processor 11. Processor 10 comprises a CPU, various memories (Mem), and an interface for connecting to vehicle bus systems such as Advanced Technology Attachment Packet Interface ("ATAPI"), MOST, CAN, or to sensors or actuators of the vehicle system (e.g. GYRO). In addition, the processor has an interface, e.g. Serial Peripheral Interface ("SPI"), to graphics processor 11, and an additional interface to the non-driving-related part, e.g. a Peripheral Component Interconnect ("PCI") interface. Graphics processor 11 is made up of a computing core with memory, and is on the one hand connected to processor 10 via an interface SPI, and is connected to display means for the driver via an additional interface, for example [[an]] a Red-Green-Blue ("RGB") interface, and is connected via a third interface, for example an

Low Voltage Data Signal ("LVDS") interface, with the graphics processor of non-driving-related part 12.--.

Please amend the paragraph at lines 8-28 of page 5 of the specification as follows:

-- The partitioning of the functions into driving-related and non-driving-related takes place according to their characteristics; the essentially driving-related functions, containing specific information connected with operating, navigating, and guiding the vehicle, or warning and orienting the driver, are realized in the driving-related part, while primarily non-driving-related functions, containing non-specific information for the guiding of the vehicle and for animation, entertainment, and information for the passengers, are realized in the entertainment part 12 of the computer system. For the driving-related functions, the focus is placed on maximum availability and reliability of the functionalities, because the functions are essential for driving the vehicle, as well as on internal linking with the vehicle buses. Such vehicle-specific functions include navigation systems, "Human Machine Interface" and/or "Human Media Interaction" ("HMI") logic systems or HMI managers that control or evaluate the displays and operation of the vehicle, speech recognition and/or speech synthesis software, programs for outputting driving instructions and/or driver warnings, and the representation of two-dimensional maps for orientation. Thus, in the broadest sense they concern driver-related HMI, or a driver information system. Non-driving-related functions include Internet browsers, download of services, representation of three-dimensional graphics, applications for passenger entertainment, games, video reproduction systems, digital video broadcast systems, mobile office functions, portable devices such as laptops, PDAs, etc., that can be connected to the entertainment part. In the entertainment part of the computer system, the focus is placed on the provision of maximum power for the functions and on the openness of the system (e.g. downloading software) as well as on external networking (for example with the Internet).--.